

straight into the action



'Click **One Race**'



'Choose **Venue**'
'Click **continue** when Done'



'Click **Continue**'



'Check Out Your **Opponents**'
'Click **Continue** When Done'



'Kit Out Your **Car** If Ya Wanna'
'Click **Continue** When Done'



'Click To **Race**'



- Screen Size

Turbo - **T** P - Pause



In-Game Menu



Directions -   

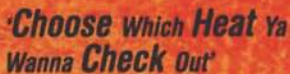


Position

Turbo

Speed

Practice





'Click Race season'



'Click Continue'



'Check your opponents'
'Click Continue When Done'

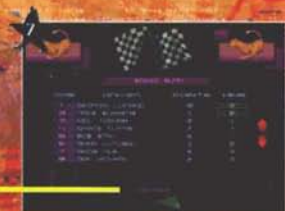


'Make repairs or Kit Out Your Car'
'Click Continue When Done'



'Click To Race'

'Check Out The Other Positions'
'Click Continue When Done'



Race Season

The Full Monte

'Check Out The Results'

'Click Continue When done'



'Save Your Game If Ya Wanna'



'3 Heats Per Venue'

'Check Out Ya Style'



'You may be challenged to a one-on-one race showdown'



'Click Continue When Done'



'Next Venue'

'Check Out The Other Positions'

Load & Save



'Enter Game name'

'Click to Load'

'Click to Save'



'Click To Select MPH/KPH'



'Enter Name Of Replay'

'Click When Done'



'Change Name'



'Change Driver Icon'

'Change Car Type & Colour'

Options



*'Drag Bar to Adjust
Brightness*

*'Click to change **Difficulty***



*'Click to change **Screen Size***



*For **Network**, Link & Modem Play
see **technical** supplement*



*Select **Control type***

With Keyboard Control you Can Enter Your Own Key Choice



***QSound** On/off*

***Sound FX Volume** Adjust & Mute*



In-Game Race Info

Car Views



F1 - Cockpit View



F2 - External View x 3



F3 - Trackside View



F4 - Under The Bonnet View

Buttons

'Leading Switch'
Affects Track Ahead



'Trailing Switch'
Affects Track Behind



'Retroactive Switch'
Cancels DTS Effect



'Bad Switch'
Bad News For You Avoid



Power Ups

'Reduced Acceleration' - Avoid



'Major Repairs'

'Improved Tyres'



'Repairs One Item'

'Invulnerability'



'Extra Fuel For Turbo'

'Reduced Thrust' - Avoid



'Swap Position with Nearest Car'

'Super Thrust'



'Improved Acceleration'

'Minor Repairs'



'Slippery Tyres'

Game Credits

Game Designer
 Producer
 Publishers
 Project Manager
 Senior Programmer
 Programmers
 Additional Programming
 Lead Artist
 Artist
 Initial Art Concepts
 Car Modelling
 Additional Artwork

Quality Assurance

Foreign Language Translations
 Musician
 Product Manager
 Words & Creative Direction
 Manual Design

Jim Bamba
 Grant Dean
 Rob Davies & Peter Moreland
 James Farnhill
 Phil Callaghan
 Tim Austin, Neil Topham
 Adrian Scotney, Tim Woodhall
 Gary Tonge
 Noel Flores-Watson, Steve Hawkes
 Martin Smillie & Amanda Roberts
 Roger Mitchell
 Paul Truss, Marc Curtis, Paul Varney
 Pritha Vera Studios
 Justin Manning, Daniel Lutton,
 Stuart Pool, Craig Lear
 Patrice Stauder, Zoe Steadman
 Chris Brighton
 Sarah Danielsen
 Rik Haslam
 Absolute Design

QTS - A Revolutionary Innovation In Racing Technology
 QSound - 3D Sound To Blow You Away
 Track Attack uses HMI's sound operating system.

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MICROPROSE



DYNAMIC TRACK



ABSOLUTE